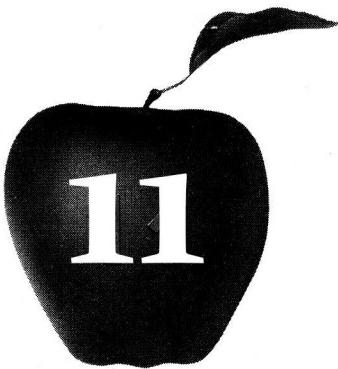


This enhancement works on all Apples.  
It is useful by both cheaters and survivors.



## Enhancement

# CASTLE WOLFENSTEIN® ESCAPE MAPS

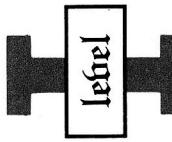
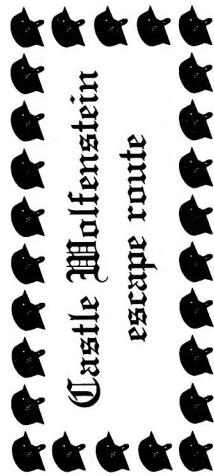
*Having trouble getting past the lowly rank of buck private? SS troubling you? This complete set of maps and playing hints might be just what you need.*

## CASTLE WOLFENSTEIN ESCAPE MAPS

### How to Create Your Own Escape Maps

1. Two sets of maps are provided. The set with the white borders stays in this book and should not be removed.
2. Carefully cut out ONLY the three pages that have grey borders. Cut first on the dashed line and then carefully trim away all outside gray.
3. Get six sheets of laminating plastic from an office supply or variety store. Separately laminate each of the three cut sheets. Leave a wide border on all four edges. Round all corners.
4. To use your maps, mark on them with a grease pencil, an erasable blackboard felt marker, or an overhead projector crayon. Use suitable symbols for war plans, bullets, uniforms, grenades, SS, bulletproof vests, knockwurst, etc.

Sams

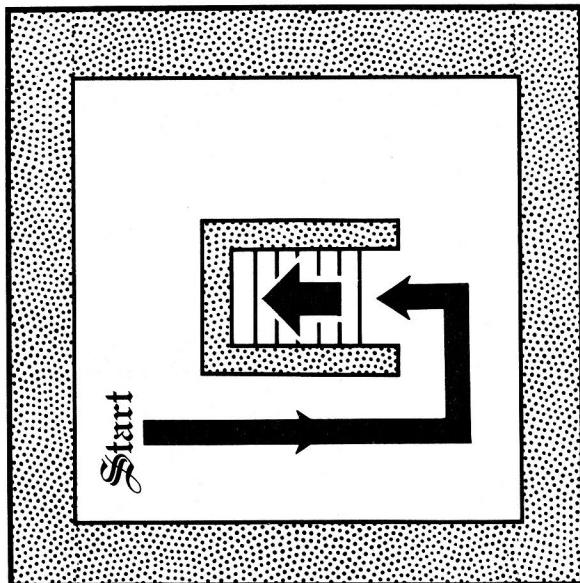


At the very start, nothing happens until you move or aim your gun. So, TAKE YOUR TIME! Wait until the guards are in good positions before you make your first move.

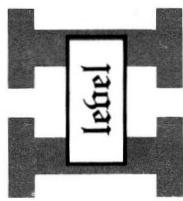
The only way out of this level is up the stairs. If things look hopeless, give up and try again. Your position in the first room is randomized on each replay.

Try not to kill the guards in the first room. Wait until they are out of your path and then run for the stairs. You can later return in uniform and check any chest.

Sams



If you are locked in a closet, fire your gun once at the lock. If the door does not open, wait for a guard to open it for you.



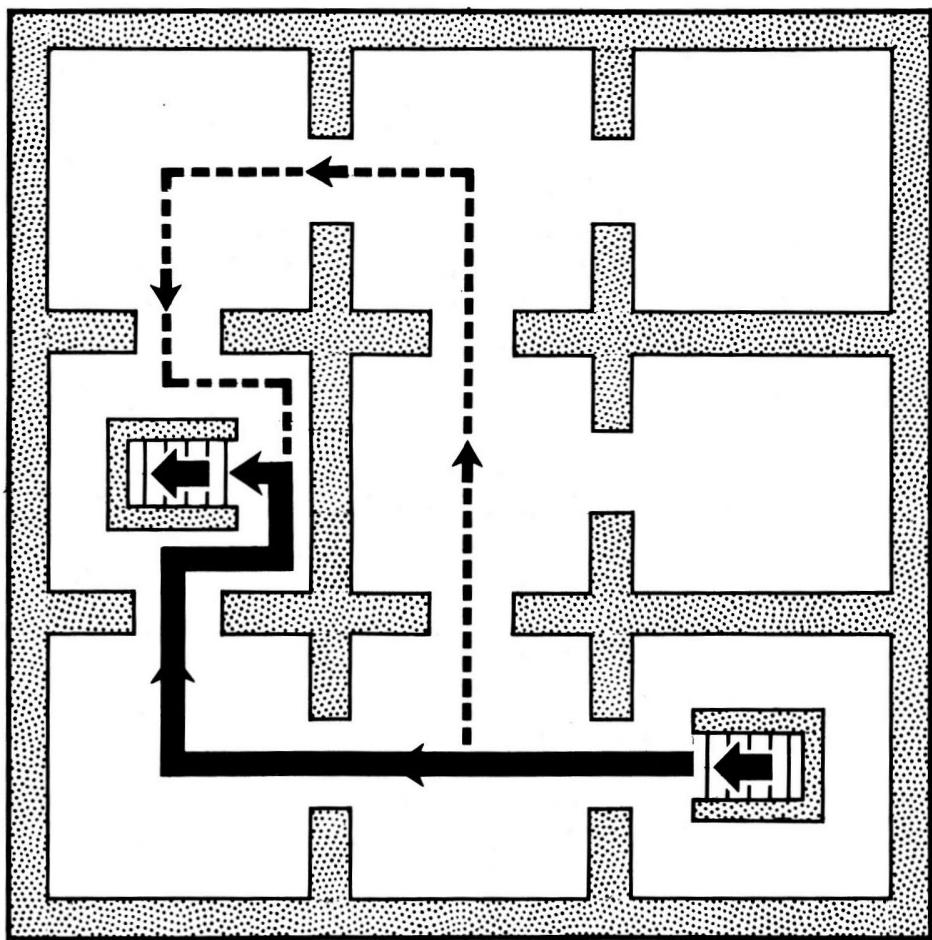
There are two routes through this level. Try the longer route if there are avoidable SS on the main route.

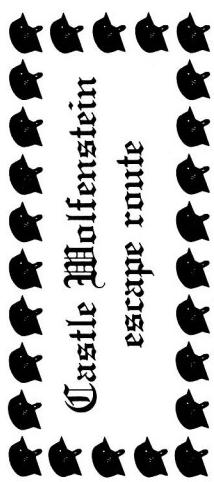


Chest opening time can be sped up by leaning on the II spacebar or by using the II + repeat key.

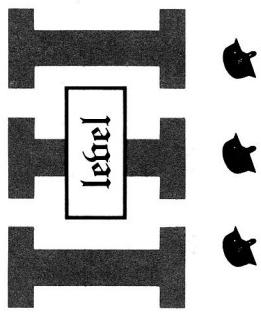


Try not to go beyond this level unless you are wearing a uniform and a bulletproof vest.





Castle Wolfenstein  
escape route



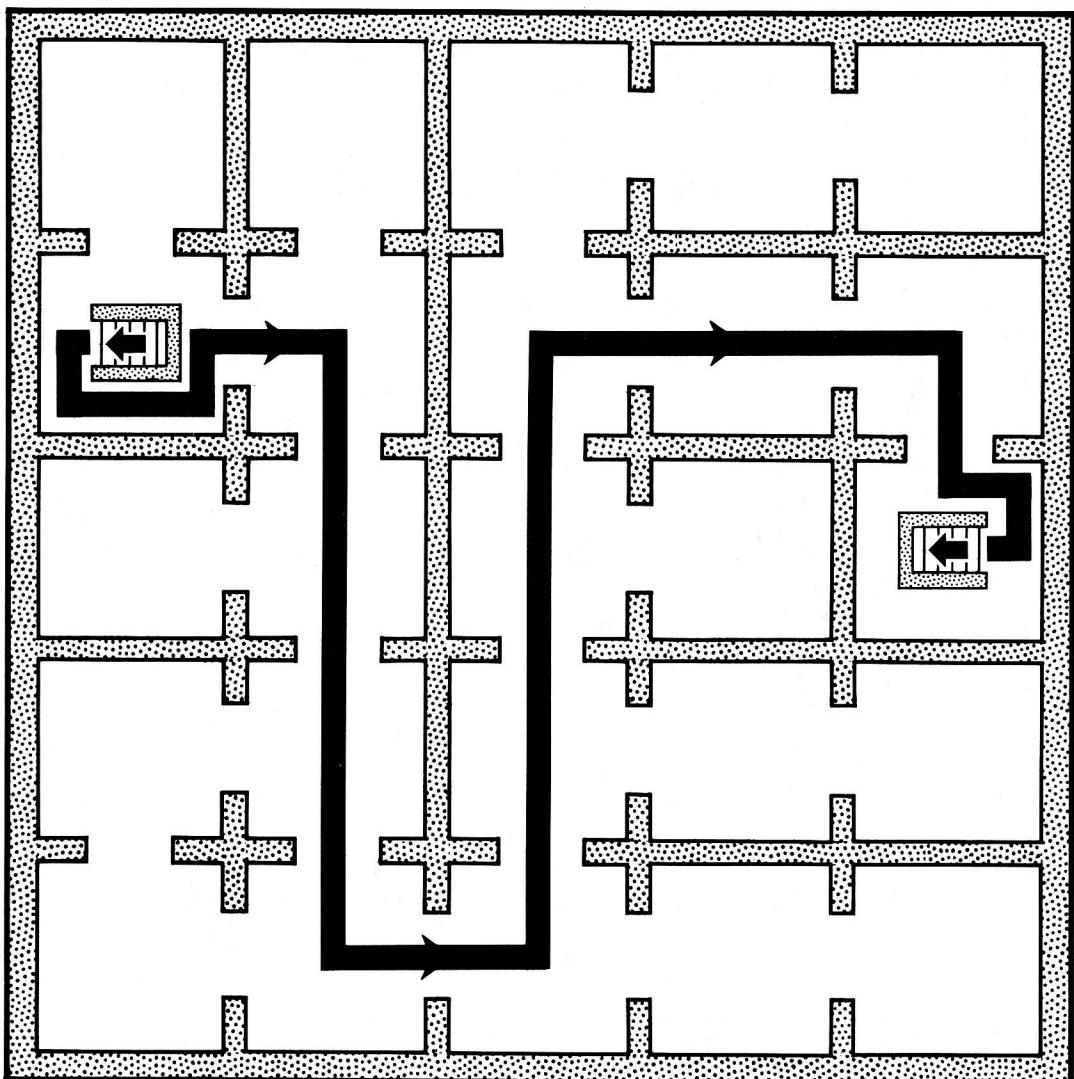
There is only one reasonable way through this level, but that route is twelve rooms long.



Avoid side trips on your first pass through, unless you are in desperate need of something. If you must, you can return later.

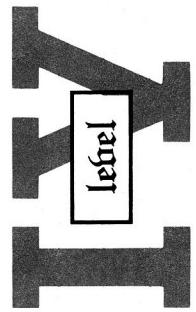
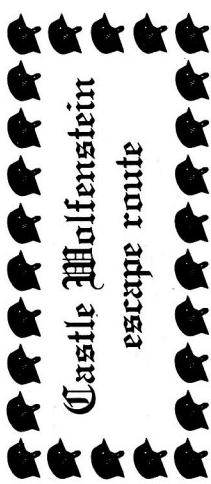


Guards normally will not bother you if you are wearing a uniform and a bulletproof vest, and if you have not drawn your gun. Neither guards nor SS can normally see through walls or partitions.



Samus

Samus



There are two routes through this level. Try the longer route if there are avoidable SS on the main route.



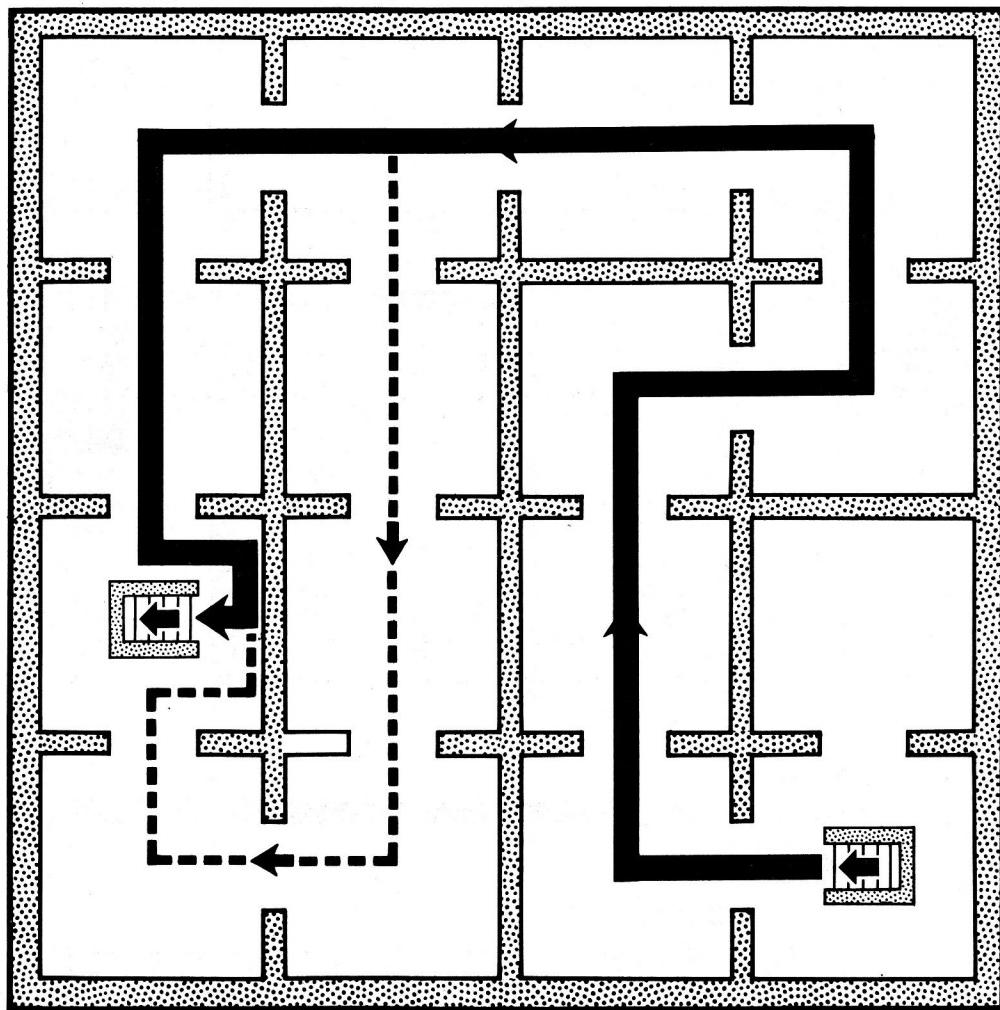
Grenades are best used to provide "shortcuts" through interior walls. You will need one grenade thrown vertically, or two thrown horizontally.

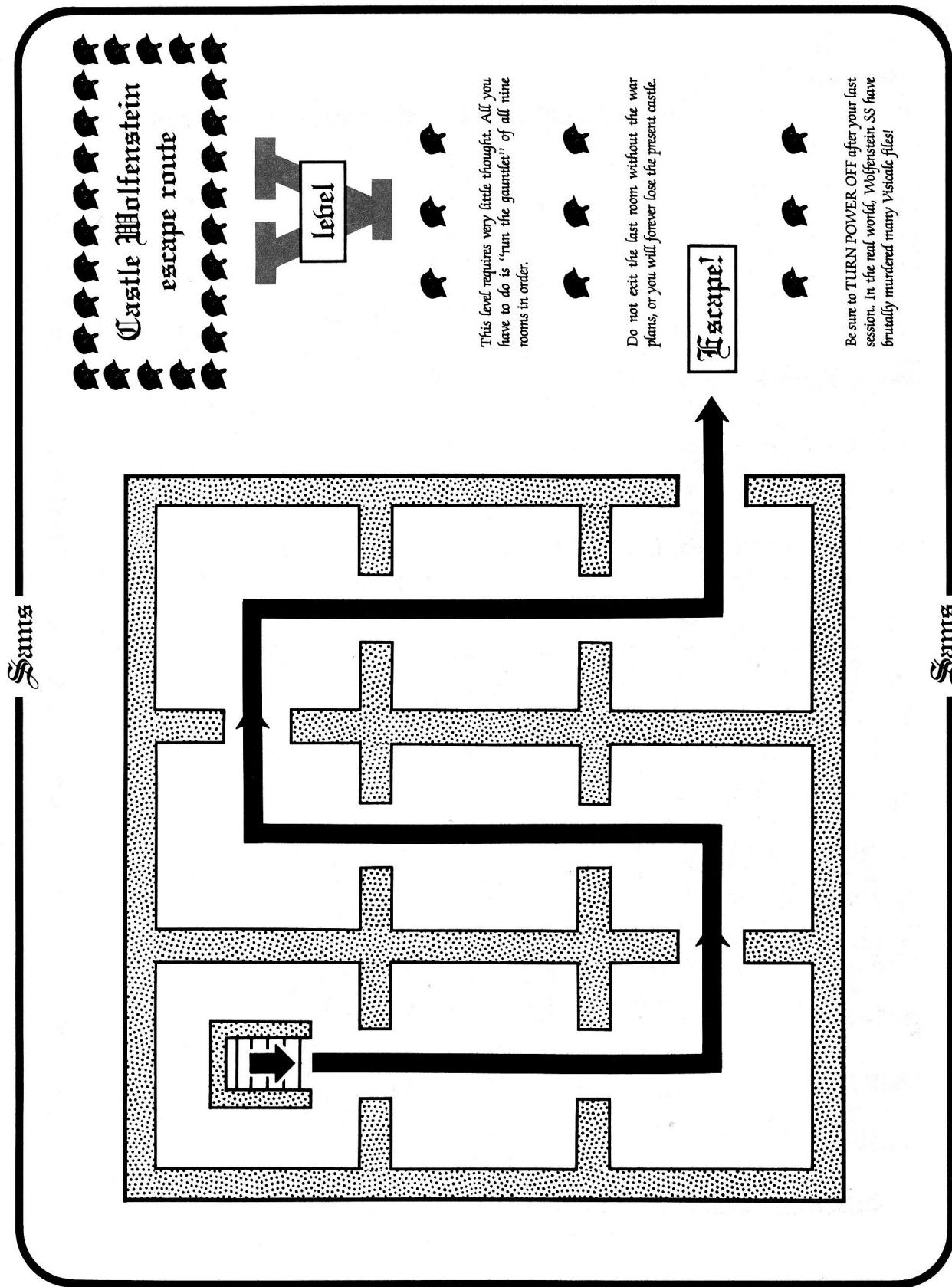


You can hold up a guard without killing him to increase your stock of bullets or grenades. Try this only when SS are not present and when you can easily exit the room.

Sams

Sams







# Castile Wolfenstein playing hints

The playing disk is **VERY** fragile and **VERY** easy to destroy. Use only your second or third backup copy. Backups can be made by any of the usual methods.

The guards have short memories. If you mise havoc in a room, leave and then return. Regular guards should go back to routine patrol when you do this.

If you can get the drop on an SS, you can steal his vest. If you then leave the room and return, he gets demoted to an ordinary guard on routine patrol. Vest-stealing only works on an SS who has not yet decided to chase you.

**AVOID WANTON KILLING!** The faster you travel and the fewer traps you blow away, the better your odds of survival.

Guards that seem to be blocking your way can be enticed to a new position by firing your gun once into the air. When the guard gets to where you want him, leave the room to freeze his new routine.

If the SS are chasing you, stop immediately at the entrance of the next room and plan ahead. If the SS will not enter a room unless you are at least three steps from the entrance.

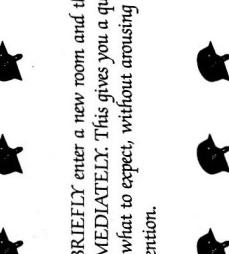
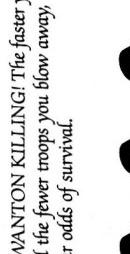
If you are beside a grenade when it goes off, you die. If you are within two steps, you lose your uniform, vest, and plans. Three or more steps away is safe.

A locked door can sometimes be opened by standing at the room entrance and firing your gun into the air. A guard will open the door for you as he investigates. Leave and then re-enter the room.

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Grenades can be used in pairs. Use the first one to blow a small hole in an inside wall. The second one can then be thrown through the new

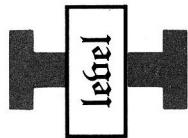
Neither guards nor SS will step over dead bodies.



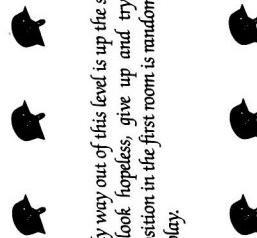
Sams



Castle Wolfenstein  
escape route



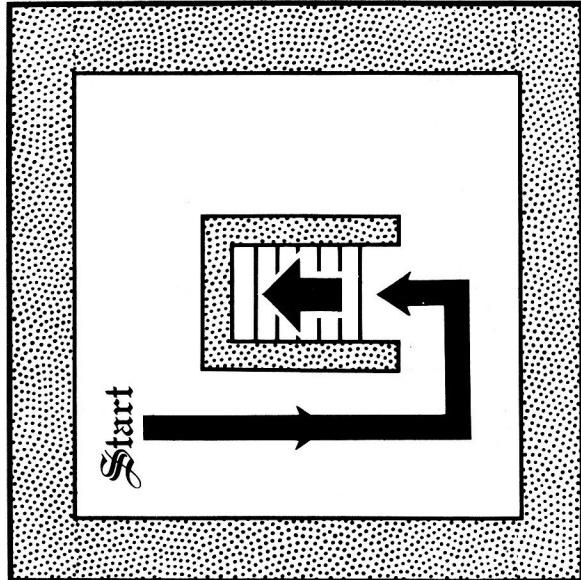
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The only way out of this level is up the stairs. If things look hopeless, give up and try again. Your position in the first room is randomized on each replay.

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Sams



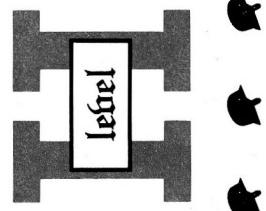
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Cut along dotted line. Then cut away all grey.

Sams

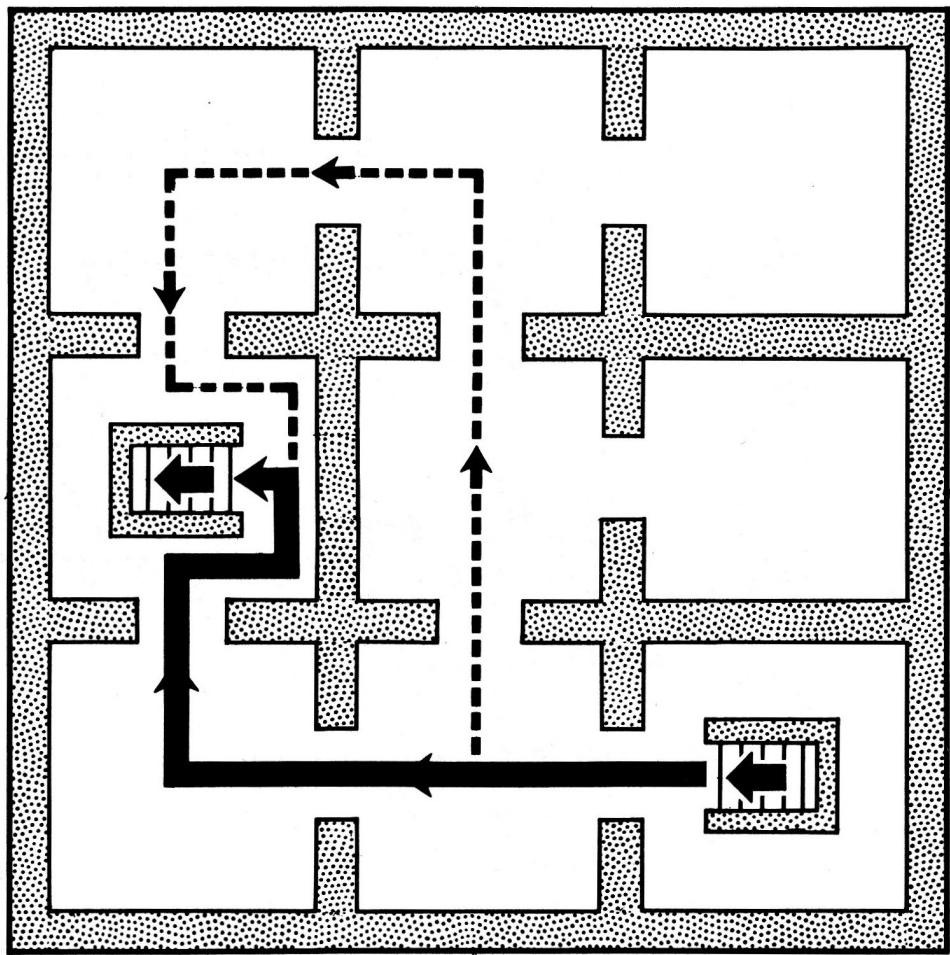
Sams



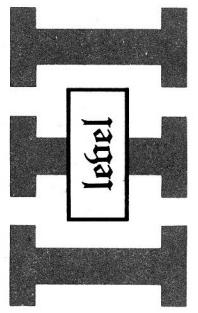
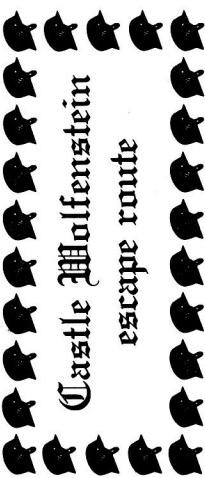
There are two routes through this level. Try the longer route if there are available SS on the main route.

Chest opening time can be sped up by leaning on the II spacebar or by using the II + repeat key.

Try not to go beyond this level unless you are wearing a uniform and a bulletproof vest.



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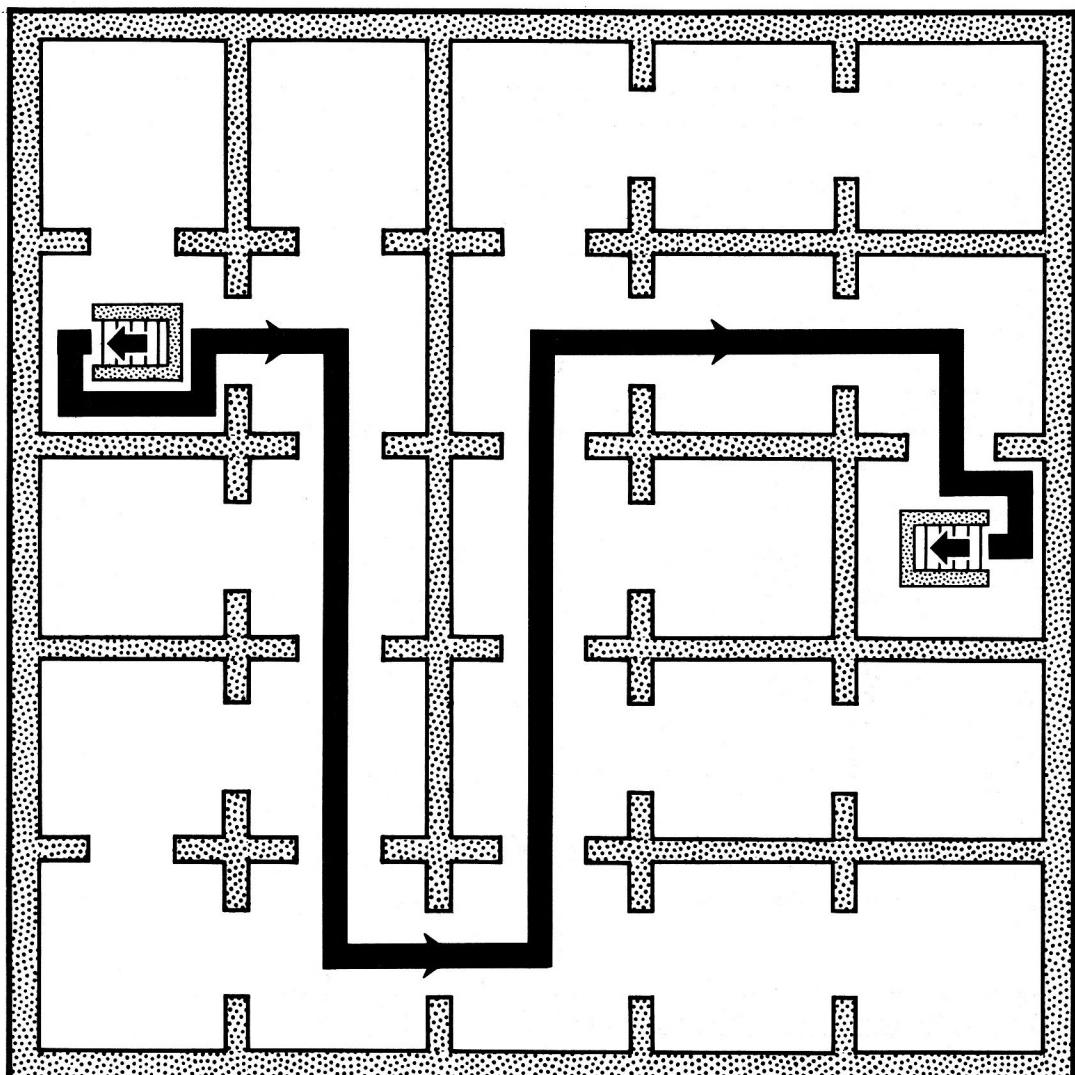
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Avoid side trips on your first pass through, unless you are in desperate need of something. If you must, you can return later.



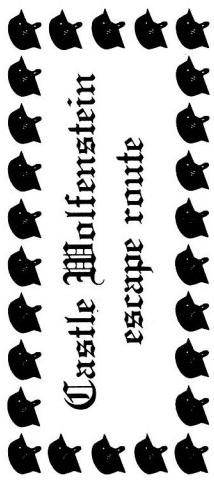
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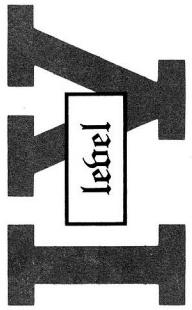
Sams

Sams

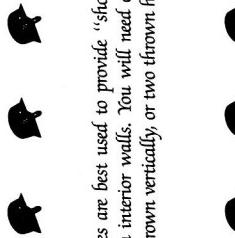
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Castle Wolfenstein  
escape route

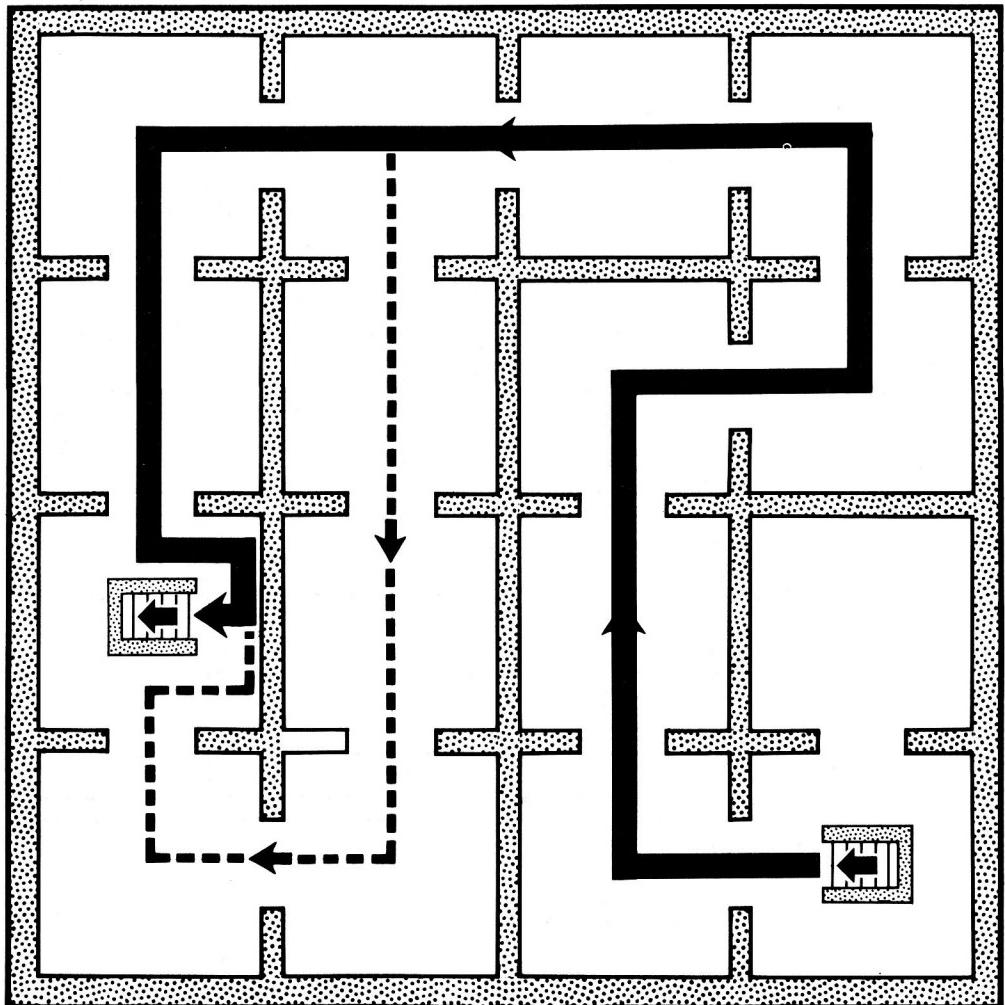


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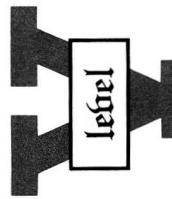


Sams

Sams

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Samus

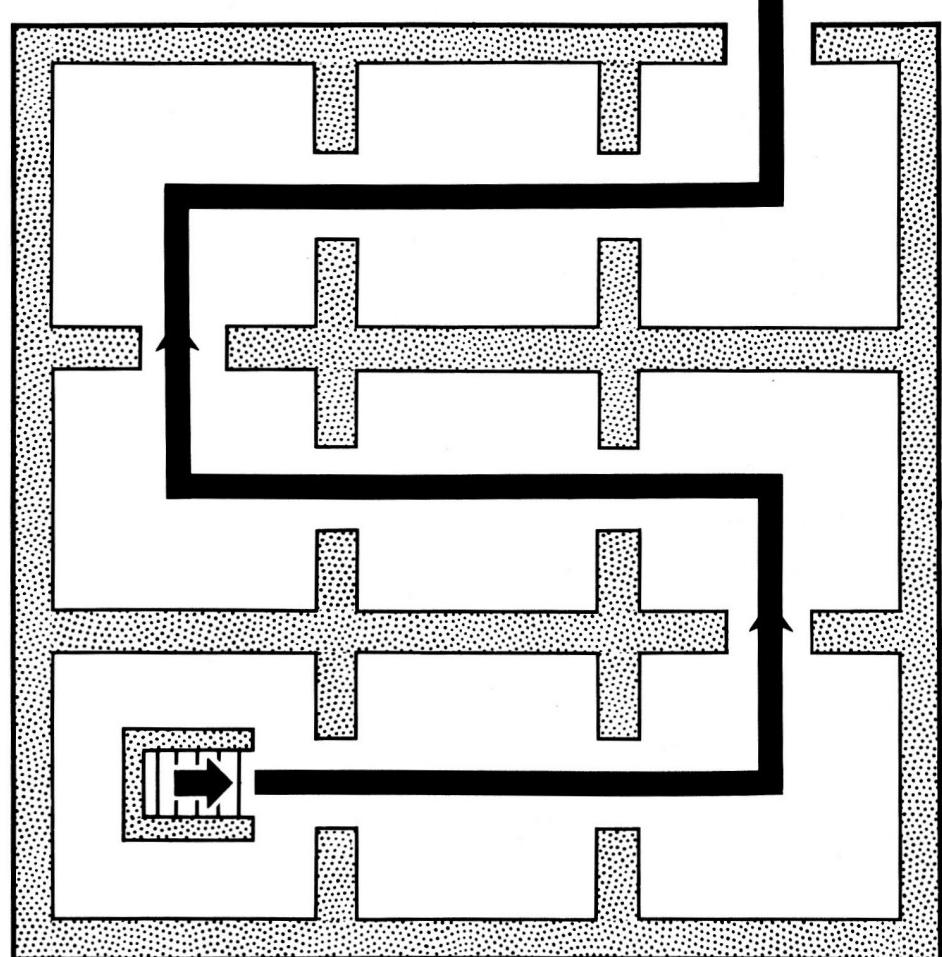


This level requires very little thought. All you have to do is "run the gauntlet" of all nine rooms in order.

Do not exit the last room without the war plans, or you will forever lose the present castle.

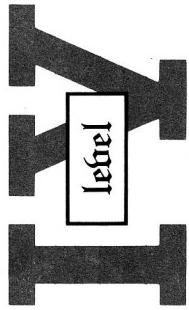
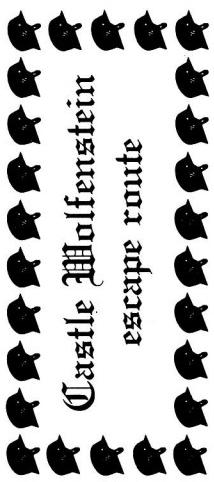


Be sure to TURN POWER OFF after your last session. In the real world, Wolfenstein SS have brutally murdered many Visicore files!

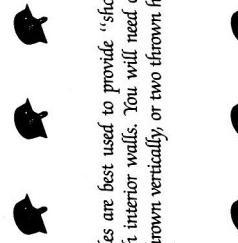


Samus

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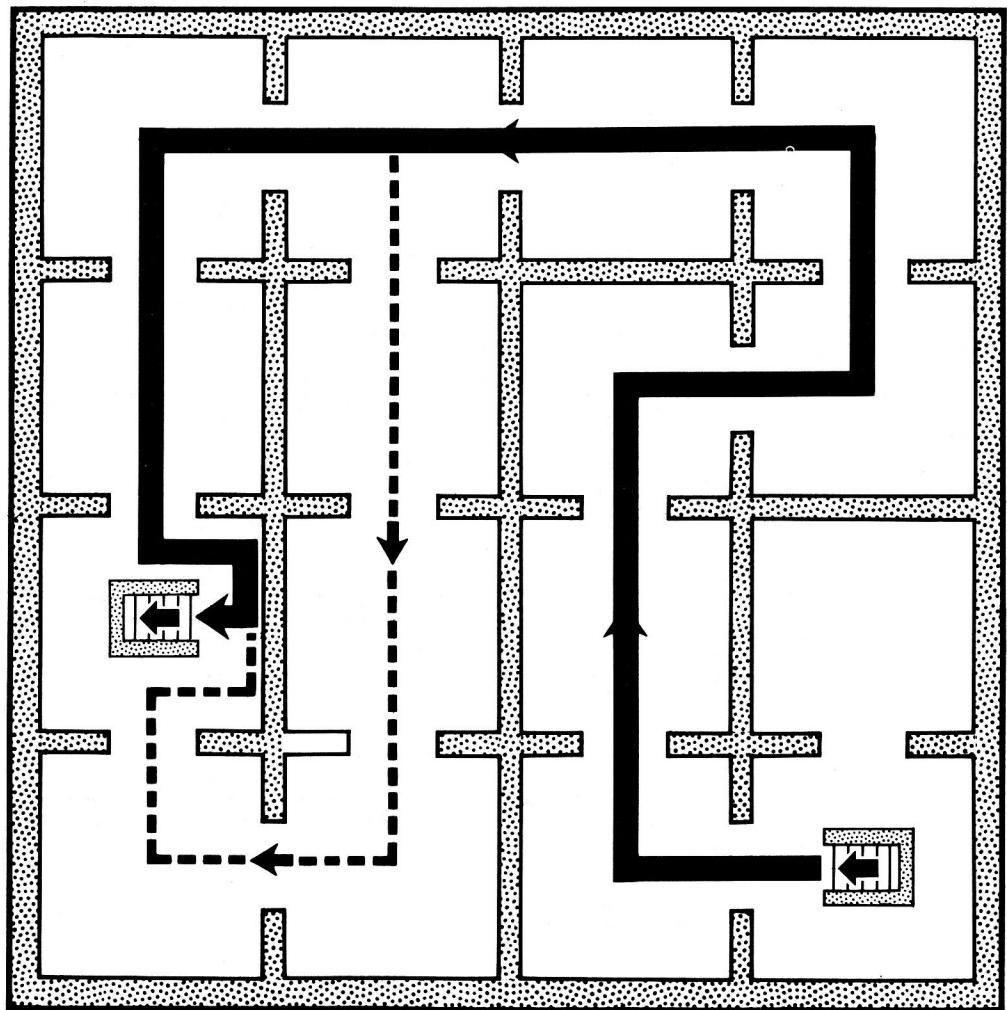


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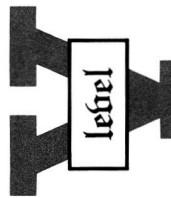


Sams

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Sams

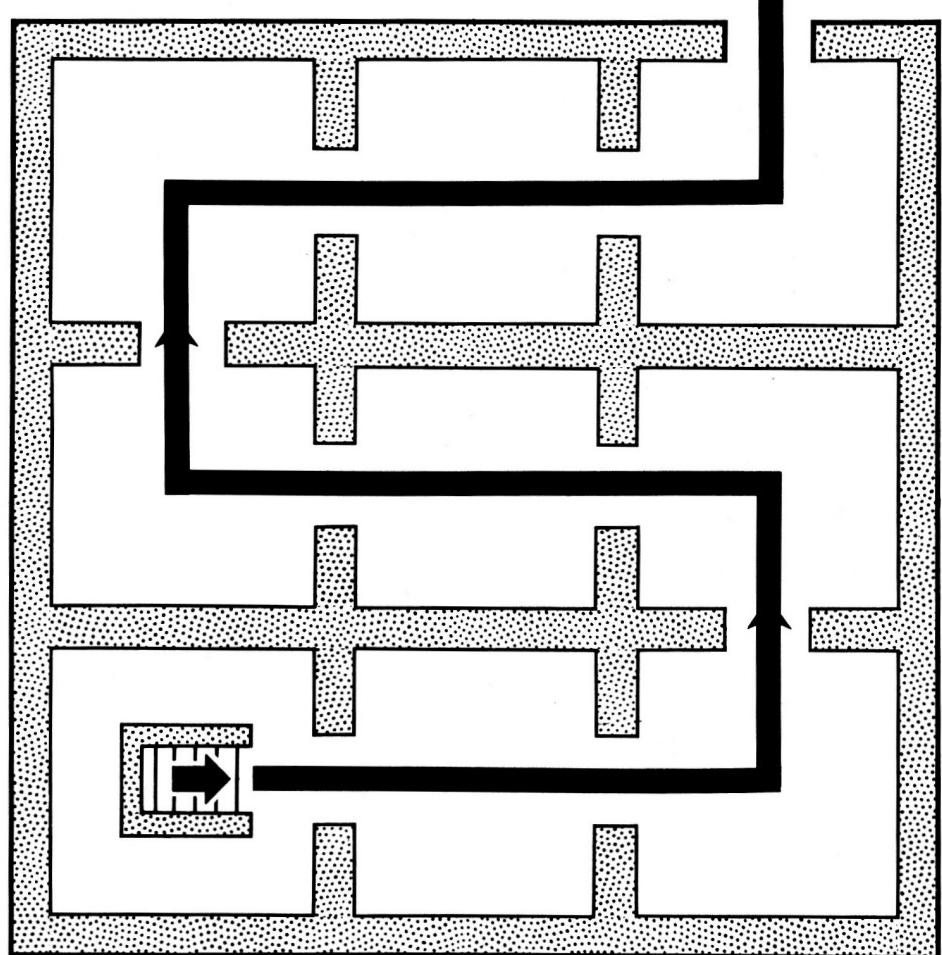


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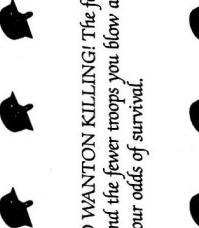
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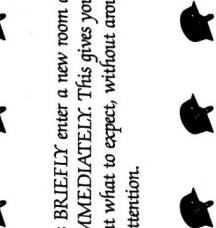
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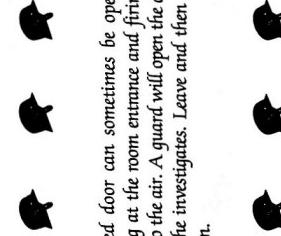
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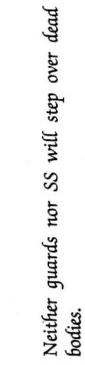
If you are beside a grenade when it goes off, you die. If you are within two steps, you lose your uniform, vest, and pants. Three or more steps away is safe.

The outside walls of the castle do not change with a "new" castle layout. Only the room contents and inside partitions change. As you go up in rank, the number and speed of the SS will increase.

If the SS are chasing you, stop immediately at the entrance of the next room and plan ahead. SS will not enter a room unless you are at least three steps from the entrance.



A locked door can sometimes be opened by standing at the room entrance and firing your gun into the air. A guard will open the door for you as he investigates. Leave and then re-enter the room.



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